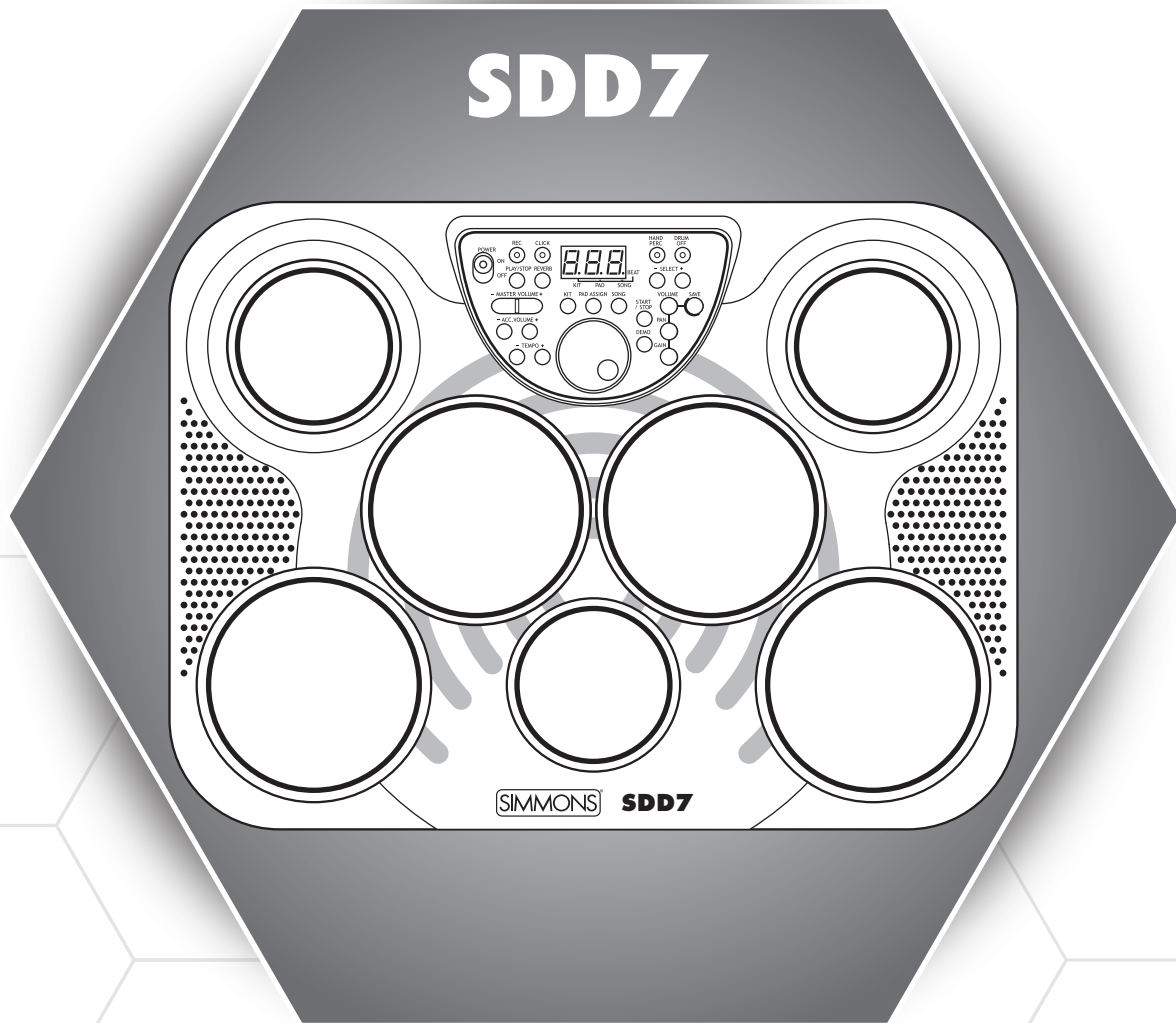




The first name in electronic drums.



Multi-Pad Electronic Drum Kit

OWNER'S MANUAL

www.simmonsdrums.net

SDD7 OWNER'S MANUAL

CONGRATULATIONS!

Thank you for purchasing the Simmons® SDD7 Multi-Pad Electronic Drum Kit.

To get the most enjoyment from your new tabletop digital drum, we recommend that you review this manual at least once, then refer back to it often to learn more about specific functions.

This Owner's Manual can be downloaded from the Simmons website at simmonsdrums.net.

So that we may better serve you, please register your warranty today at simmonsdrums.net.

TAKING CARE OF YOUR MULTI-PAD ELECTRONIC DRUM KIT

Location

Keep the unit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

Power Supply

- Turn the power switch OFF when the SDD7 is not in use.
- The AC adapter should be unplugged if the SDD7 is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors and result in possible damage.
- Turn OFF the SDD7's power switch and all related devices prior to connecting or disconnecting cables to avoid damaging the unit.

Handling and Transport

- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cables.
- Disconnect all cables before moving the unit.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the unit can result in scratches and more serious damage.

Cleaning

- Clean the unit with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or paint thinner.
- To avoid discoloration, do not place vinyl objects on top of the unit.

Radio Interference

- The SDD7 contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SDD7 further away from the affected equipment.

Service and Modification

- There are no user-serviceable parts in the SDD7.
- Do not attempt to open the drum unit or make any changes in the circuits or parts of the unit. This would void the warranty.



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SETTING UP

POWER SUPPLY

Your digital multi-pad will run on either batteries or a power adapter. Follow the instructions below according to the power source you intend to use.

Using an AC-Adapter

- 1 Connect the power adapter to the DC IN jack located on the rear panel of the unit and plug the AC power adapter into an AC power outlet.

Note: Do not use adapters other than the one specified. The technical specification of the adapter is a DC 12V 2200mA, center positive.

Using Batteries

- 2 Open the battery compartment cover on the underside of the unit.
- 3 Insert six "C" size R 14, SUM-2 or equivalent batteries. When inserting the batteries, be careful to follow the polarity markings in the illustration.

Note: We suggest using alkaline batteries.

- 4 Close the battery compartment securely.

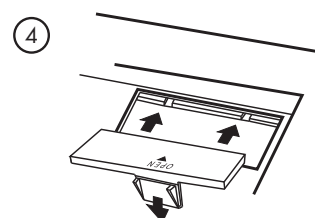
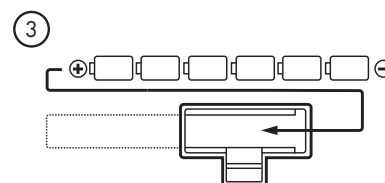
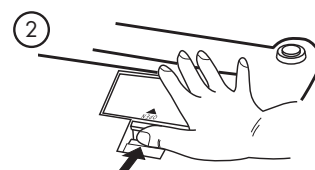
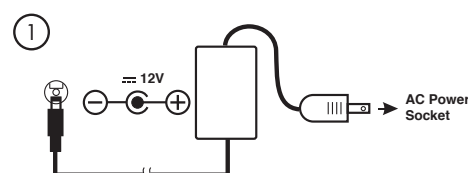
Note: Power will be automatically drawn from the AC adapter if an optional AC adapter is connected while batteries are installed in the instrument.

Caution: It is recommended that you replace worn batteries as soon as possible. When battery voltage drops, the display will dim and / or the sound will become distorted, when this occurs, replace the batteries with a complete set of six new batteries of the same type.

NEVER mix old and new batteries, different types of batteries (alkaline, magnesium, etc.), batteries by different makers, or batteries from the same maker but of different types.

Misuse may cause the instrument to become hot, result in fire, or battery leakage.

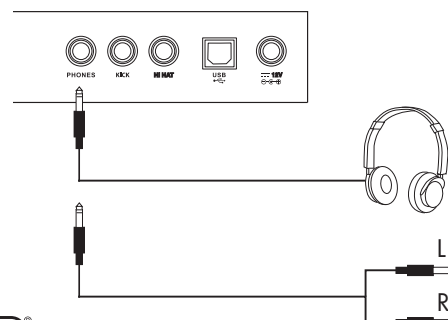
To prevent damage due to battery leakage, remove all the batteries from the instrument when it is not to be used for an extended period of time. Batteries left in an unused instrument will also lose their power over time.



USING HEADPHONES/SOUND SYSTEM/RECORDER

An optional set of stereo headphones can be connected to the PHONES/OUTPUT jack located on the rear panel. When a pair of headphones is connected to the jack, the internal speakers of the unit will switch off automatically, perfect for private practice or late night playing. If you want to use with an external sound system, the headphone jack can also be used to connect the digital multi-pad to a stereo system or mixing console.

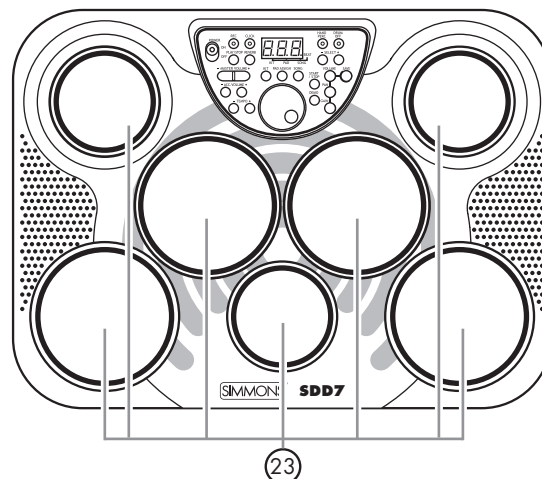
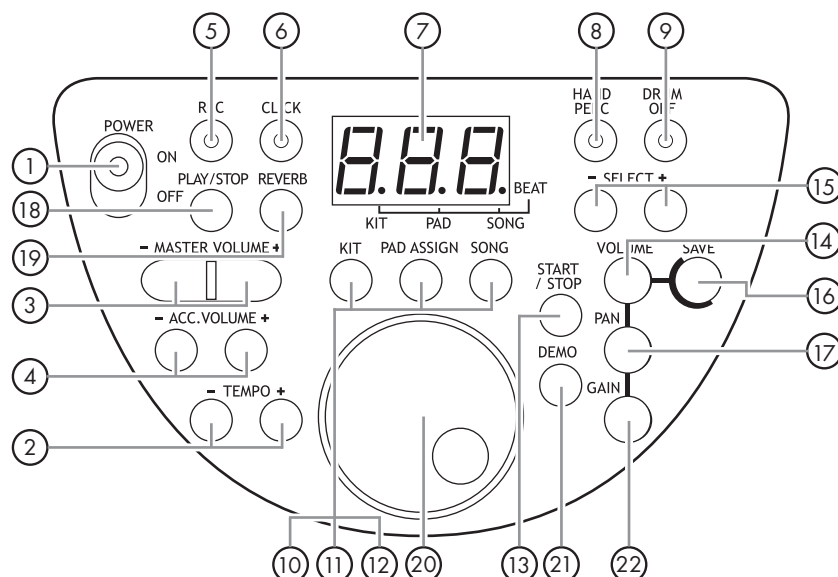
Note: Turn off the power on all equipment before making any connections.



SIMMONS
The first name in electronic drums.

PANEL CONTROLS

TOP PANEL



1 Power On/Off

This switch turns power on/off.

2 Tempo +/-

These buttons are used to change current tempo.

3 Master Volume +/-

These pads can be used to change the master volume.

4 Acc. Volume +/-

These buttons can be used to change the accompaniment volumes.

5 Rec and LED Indicator

This button can be used to start or stop recording.

6 Click and LED Indicator

This button is used to turn on or off the metronome.

7 3-Digit LED

This LED is the main display device for the SDD7, which will show the parameters of current menu.

8 Hand Percussion and LED Indicator

This button can be used to turn on the hand percussion function.

9 Drum Off and LED Indicator

This button is used to enable or disable drum off function.

10 KIT

This button is used to enter kit menu.

11 Pad Assign

This button is used to enter voice or volume menu.

12 Song

This button is used to enter song menu.

13 Start/Stop

This button can be used to start or stop a song.

14 Volume

This button can be used to change the volume of individual pads or triggers.

15 Select +/-

These buttons can be used to change values (kit number, voice number, song number, etc.) when editing.

16 Save

This button is used to save current kit setting to a user kit.

17 Pan

This button can be used to change the listening field of a pad.

18 Play/Stop

This button can be used to start or stop recording replay.

19 Reverb

This button is used to change the reverb level.

20 Data Wheel

This dial can be used to change values (kit number, voice number, song number, etc.) when editing.

21 Demo

This button can be used to start or stop the demo song.

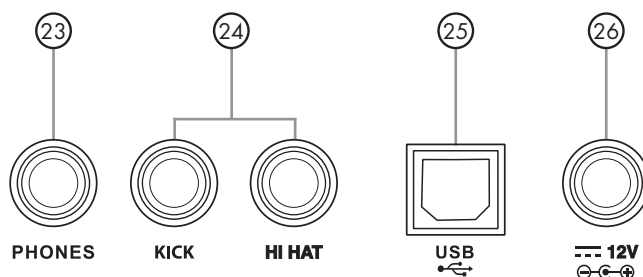
22 Gain

This button can be used to change the gain of a pad.

23 Playing Surfaces

There are 7 pads on the SDD7. When a pad is struck, it triggers the assigned voice.

REAR PANEL



②③ **Phones Jack**

This jack is used to connect with headphones.

②④ **Pedal Input Jacks**

Kick and hi-hat pedal input jacks.

②⑤ **USB Jack**

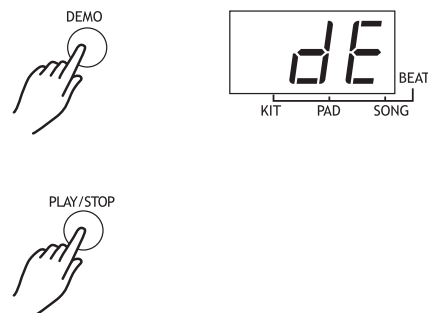
Provides MIDI connectivity between the SDD7 and a computer.

②⑥ **DC Input**

Connect to the DC 12V power supply.

DEMO

Press **[DEMO]** to start or stop the demo song. The 3-digit LED will display "dE". You can also press **[START/STOP]** to stop the demo song.

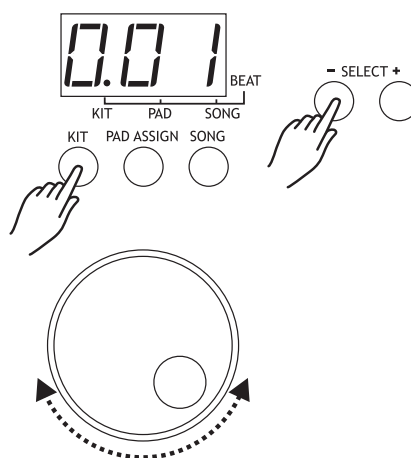


OPERATION

SELECTING A DRUM KIT

The SDD7 defaults to KIT mode, when powered on, drum kit 001. To select a different drum kit, press the **[KIT]** button and use the **[SELECT] [+]** / **[-]** or **[DATA WHEEL]** to choose any drum kit (1-30) on the 3 segment LED screen.

*Note: When the SDD7 is in KIT mode, a red dot appears in the screen above **[KIT]**.*



HAND PERCUSSION

Press **[HAND PERC]** to enter the hand percussion mode with the hand mode indicator lit. The song number is 5 and the kit number is 21.

*Note: **[HAND PERC]** mode does not work with song playback.*



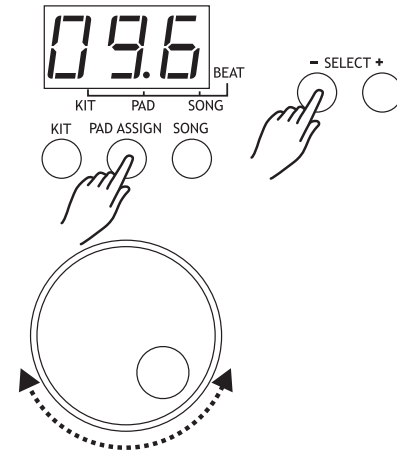
EDITING KITS AND PADS

SETTING THE PAD VOICE

Press the **[PAD ASSIGN]** button to change the sound of an individual pad or trigger. When in pad assign mode, a red dot will appear in the LED menu above **[PAD]**.

In pad assign mode, striking a pad once will identify the 3 voice number on the LED menu. Hitting the pad again will advance that pad to the next sound (1-215). You can also use the **[SELECT]** **[+]** / **[-]** or **[DATA WHEEL]**.

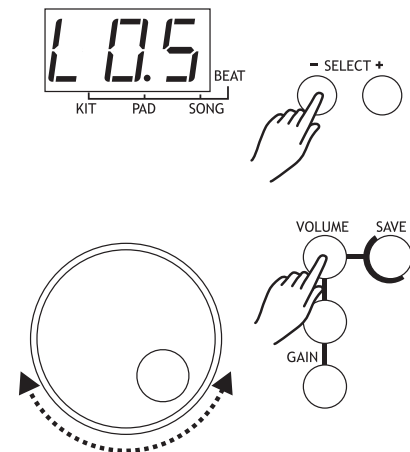
Please see the Appendix for a complete list of sounds.



SETTING THE PAD VOLUME

Press **[VOLUME]** to enter pad assign menu. If pad assign menu is selected, the corresponding menu indicator will be lit.

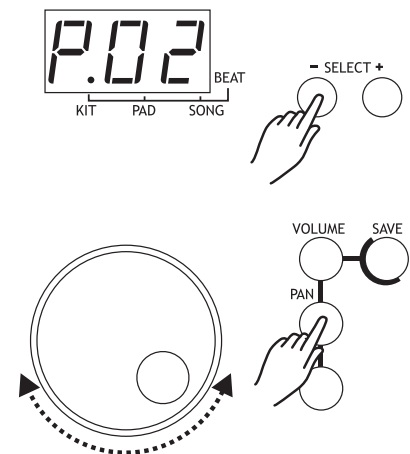
The LED menu will display the volume of the currently selected pad or trigger. To select a different pad, strike the pad once. Use the **[SELECT]** **[+]** / **[-]** or **[DATA WHEEL]** to set the volume between 0-9.



SETTING THE PAD PAN

Press **[PAN]** to enter pad assign menu. If pad assign menu is selected, the corresponding menu indicator will be lit.

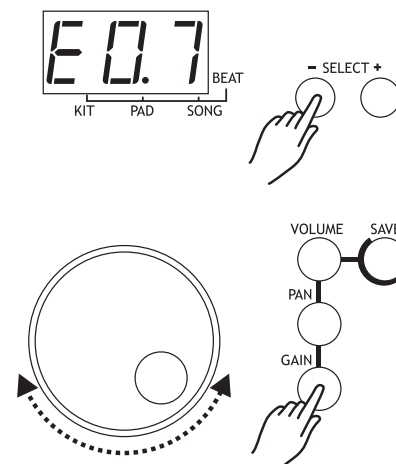
In this menu, the LED menu will show the pan of current pad, which can be selected by pressing the **[PAD ASSIGN]** button on the top panel or by hitting a pad. The **[SELECT]** **[+]** / **[-]** or **[DATA WHEEL]** can be used to select the pan (0-9, loop) for the current pad.



SETTING THE PAD GAIN

Press **[GAIN]** to enter pad assign menu. If pad assign menu is selected, the corresponding menu indicator will be lit.

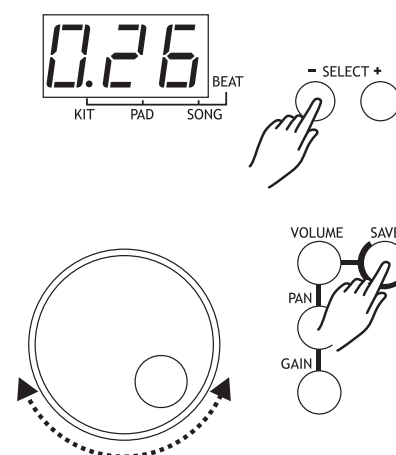
In this menu, the LED menu will show the gain of current pad, which can be selected by pressing the **[PAD ASSIGN]** button on the top panel or by hitting a pad. The **[SELECT] [+]** / **[–]** or **[DATA WHEEL]** can be used to select the gain (0-9, loop) for the current pad.



SAVING KITS

Press **[SAVE]** to enter the kit save menu. The **[SELECT] [+]** / **[–]** or **[DATA WHEEL]** can be used to select a user kit (21-30, loop) current kit setting. During kit selecting the user kit number will keep flashing.

Press **[SAVE]** again, the current kit setting will be saved to the selected kit. The machine will return to the kit menu and select this user kit as the current one, if all the data has been saved successfully.



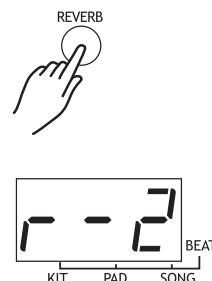
If there is an error during save, "Err" will appear on the LED.

Note: The unsaved kit setting will be lost after kit changing.



REVERB

Press **[REVERB]** to adjust the reverb level for all drum kits. In this menu, the digit on far left of LED will display letter 'r'. The two digits on the right will display current reverb level. The **[SELECT] [+]** / **[–]** or **[DATA WHEEL]** can be used to adjust the reverb level (0-3, no loop). This value will auto-save after adjustment.

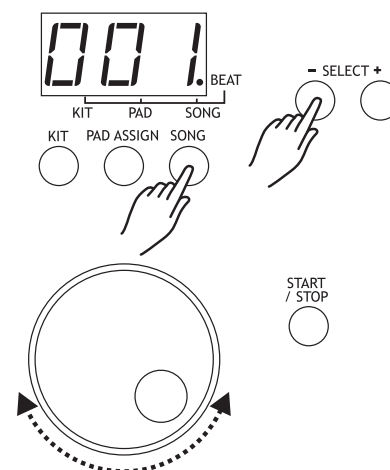


SONGS

PLAYING

Press **[SONG]** to enter song menu. Default value is 001, the 3-digit LED will show current song number with corresponding menu indicator lit. The **[SELECT] [+]** / **[-]** or **[DATA WHEEL]** can be used to select the current song (1-100, loop). First 80 styles are loop-playing. Press **[START/STOP]** to start or stop the song. If song is switched during play, the new song will start after the end of the current measure.

Each song has its own default tempo and drum kit, the song player will initialize the current kit and tempo at the beginning of the song.



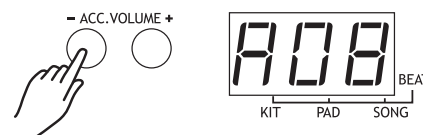
MAIN VOLUME

In the main volume menu, the digit on far left of LED will display 'L'. The two digits on the right will display current main volume. The **[MASTER VOLUME] [+]** / **[-]** can be used to adjust the volume (0-9, no loop). And this value will auto-save after adjustment.



ACCOMPANIMENT VOLUME

Accompaniment Volume is used to change the volume of the Song playback. The LED menu will start with the letter A, and the accompaniment volume 0-9 can be selected using the **[ACC.VOLUME] [+]** / **[-]** or **[DATA WHEEL]**. This value will autosave after adjustment.



DRUM OFF

When the **[DRUM OFF]** button is lit, the drum track of accompaniment SONGS is turned off. This feature is useful for practicing.



TEMPO

Press the **[TEMPO]** **[+]** / **[-]** to enter the tempo menu. The **[+]** and **[-]** can be used to change the current tempo (30-280, no loop), which affects the speed of the click, and song play. Press both **[+]** and **[-]** will reset the current tempo to its default value (current song tempo).



CLICK

The Click LED indicator will run once a song is playing. Press **[CLICK]** once for voice count. Press **[CLICK]** twice for click sound. Press again to turn off the click.



RECORDING

RECORD

Prepare to Record

Select the desired song, drum kit, tempo, drum off setting, and reverb settings.

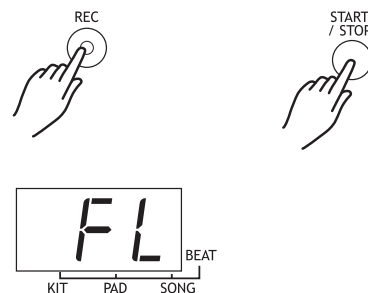
Start Recording

Press **[REC]**, the light will start flashing. Press **[START/STOP]** or strike the pad and the light will stop flashing as the recording process starts.

Stop Recording

To stop recording, press **[START/STOP]** or **[REC]**. The record indicator will turn off. If the memory is full, "FL" will appear on the display and recording process stops automatically.

*Note: When you start recording, the vocal metronome also starts to count. But the sound of the vocal will not be recorded. To stop the metronome, press **[CLICK]**.*



PLAYBACK

Pressing **[PLAY/STOP]** will start or stop the recorded song.

Note: When you record a new song, it will overwrite the previous recording.

The song data recorded will be lost when you turn off power.

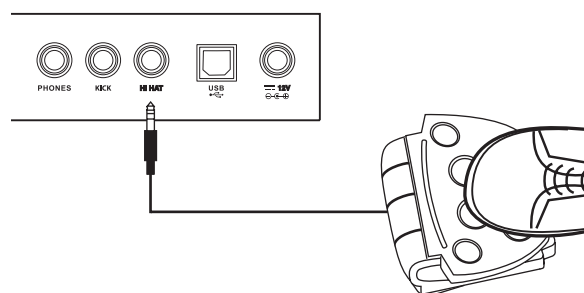


INPUT AND OUTPUT

PEDALS

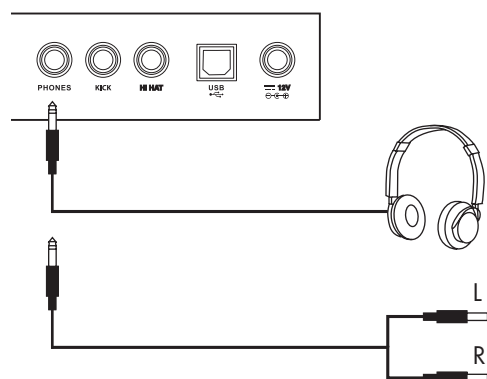
The SDD7 supports one hi-hat pedal and one kick pedal as a trigger input device. The supplied foot pedals can be connected to the unit to simulate a hi-hat or bass drum pedal. They can also be assigned to play other voices as well.

Note: Do not press any of the pedals when connecting them to the unit or while turning on power. Pedal function may be reversed if they are connected in this manner.



PHONES OUTPUT

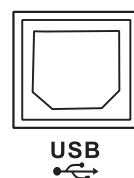
The phones output supports stereo headphones and can also be used as an output source.



USB JACK

The SDD7 will output MIDI data generated by hitting the pads or pedal trigger via the USB port. Click and MIDI codes in songs are excluded. It will also receive MIDI data from an external device.

See MIDI Implementation chart in the Appendix for more information.



KIT LIST

#	Name	#	Name	#	Name	#	Name
01	Pop 1	09	Brush	17	Funk	25	Funk
02	Pop 2	10	Standard 2	18	Clave	26	User 1 (Pop1)
03	Standard 1	11	Rock 2	19	Drum Bass	27	User 2 (Pop 2)
04	Room	12	Boss	20	Hip Hop	28	User 3 (Standard 1)
05	Rock 1	13	Rock 3	21	Conga 1	29	User 4 (Room)
06	Electronic	14	Standard 3	22	Conga 2	30	User 5 (Rock 1)
07	Analog	15	Rock 4	23	Timbales		
08	Jazz 1	16	Jazz 2	24	Latin		

SONG LIST

#	Kit	Name	Beat	#	Kit	Name	Beat	#	Kit	Name	Beat
Intro				Rap				Others			
01	01	Intro	4/4	37	03	Rap 1	4/4	70	12	Waltz	4/4
8 Beat				38	01	Rap 2	4/4	71	02	3/4 Ballad	4/4
02	03	8 Beat 2	4/4	39	03	Rap 3	4/4	72	03	Swing Blues	4/4
03	02	8 Beat 3	4/4	Bounce				73	02	Blues	4/4
04	05	8 Beat 4	4/4	40	04	Bounce 1	4/4	74	01	March 1	4/4
05	21	8 Beat 5	4/4	41	03	Bounce 2	4/4	75	01	March 2	4/4
06	21	8 Beat Ballad 1	4/4	42	01	Bounce 3	4/4	76	03	R&B	4/4
07	21	8 Beat Ballad 2	4/4	Shuffle				77	01	Hip-Hop	4/4
08	01	8 Beat Ballad 3	4/4	43	03	Shuffle 1	4/4	78	03	Funk	4/4
09	03	Soft Rock	4/4	44	02	Shuffle 2	4/4	79	12	Country	4/4
10	04	Rock 1	4/4	45	03	Shuffle 3	4/4	80	09	Big Band	4/4
11	05	Rock 2	4/4	46	01	Shuffle 4	4/4	8 Beat			
12	03	Rock 3	4/4	47	05	Shuffle 5	4/4	81	03	8 Beat 1	4/4
13	01	Rock 4	4/4	48	04	Shuffle 6	4/4	82	05	8 Beat 2	4/4
14	02	Rock 5	4/4	49	03	Shuffle 7	4/4	83	03	Ballad	4/4
15	05	Hard Rock 1	4/4	Slow Rock				84	05	Hard Rock 1	4/4
16	05	Hard Rock 2	4/4	50	03	Slow Rock 1	4/4	85	05	Hard Rock 2	4/4
17	07	16 Beat 1	4/4	51	04	Slow Rock 2	4/4	86	01	Hard Rock 3	4/4
18	03	16 Beat 2	4/4	52	01	Slow Rock 3	4/4	87	03	Pop Dance 1	4/4
19	01	16 Beat 3	4/4	53	04	Slow Rock 4	4/4	88	07	Pop Dance 2	4/4
20	07	16 Beat 4	4/4	Latin				89	03	R&B	4/4
21	04	16 Beat 5	4/4	54	03	Reggae 1	4/4	16 Beat			
22	02	16 Beat 6	4/4	55	23	Reggae 2	4/4	90	01	16 Beat	4/4
23	01	16 Beat 7	4/4	56	12	Bossa Nova 1	4/4	91	03	Fusion	4/4
24	21	16 Beat Ballad 1	4/4	57	12	Bossa Nova 2	4/4	Funk			
25	21	16 Beat Ballad 2	4/4	58	03	Samba	4/4	92	02	Funk 1	4/4
26	05	16 Beat Ballad 3	4/4	59	01	Salsa	4/4	93	03	Funk 2	4/4
27	03	16 Beat Ballad 4	4/4	60	03	Latin Rock	4/4	Shuffle			
28	01	16 Beat Ballad 5	4/4	61	03	Cha-Cha	4/4	94	04	Shuffle 1	4/4
29	03	16 Beat Funk 1	4/4	62	12	Mambo	4/4	95	03	Shuffle 2	4/4
30	01	16 Beat Funk2	4/4	63	12	Rhumba 1	4/4	96	03	16 Beat Shuffle	4/4
Dance				64	12	Rhumba 2	4/4	97	01	16 Beat Triplet	4/4
31	07	Dance1	4/4	65	12	Rhumba 3	4/4	Others			
32	07	Dance2	4/4	66	01	Tango	4/4	98	03	Reggae	4/4
33	01	Dance3	4/4	Swing				99	12	Bossa Nova	4/4
34	06	Dance4	4/4	67	09	Swing 1	4/4	100	08	Big Band	4/4
35	04	Dance5	4/4	68	09	Swing 2	4/4				
36	07	Dance6	4/4	69	08	Swing 3	4/4				

MIDI IMPLEMENTATION CHART

Function		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	10Ch X	1-16Ch X	
Mode	Default Messages Altered	X X *****	1 X X	
Note Number: True Voice		27-88 *****	0" 127 0" 127	
Velocity: Note On Note Off		O 9nH, V=1-127 X (9nH, V=0)	O 9nH, V=127 X (9nH, V=0; 8nH, V=0-127)	
After Touch	Key's Ch's	X X	X X	
Pitch Blend		X	O	
Control	0 1 5 7 10 11 20 64 65 66 67 80 81 91 93 120 121 123	X X X X X X X X X X X X X X X X X	O O O O O O O O O O O O O O O O O	Bank Select Modulation Portamento Time Volume Pan Expression Rhythm Allocation Sustain Pedal Portamento On/Off Sostenuto Pedal Soft Pedal Reverb Program Chorus Program Reverb Level Chorus Level All Sound Off Reset All Controllers All Notes Off
Program Change	:True	X X	O 0" 127	
System Exclusive		*****	O	
System Common	:Song Position :Song Select :Tune	X X X	X X X	
System Common	:Song Position :Song Select :Tune	X X X	X X X	
System Real Time	:Clock :Commands :Start :Stop	X X X	X X X	
Aux Messages	:LOCAL ON/OFF :All Notes Off :Active Sense Reset	X X X X	X O O O	

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

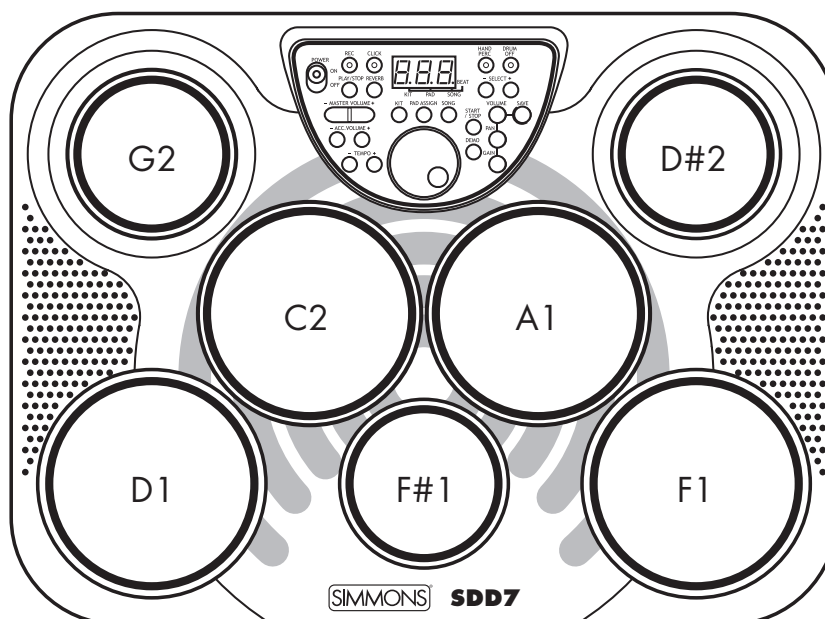
Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

O: YES
X: NO

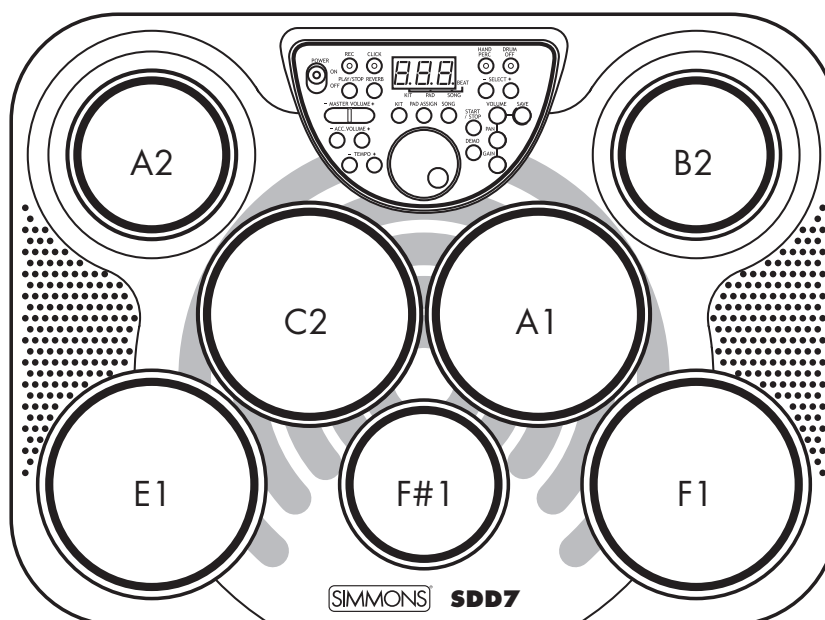
MIDI NOTE MAP

The following diagrams identify the MIDI note number assigned to each pad. This is useful when using the SDD7 as a MIDI controller for a soft synth application on a computer.

Drum Kit



Hand Percussion



FACTORY RESET

The Factory Reset function will restore the SDD7 to factory defaults for sounds, drum kits, and songs. To initiate the Factory Reset, press both and hold **[TEMPO] [+]** / **[–]** buttons, then turn the **[Power]** button Off, then back On.

SPECIFICATIONS

Pads	7 drum pads with touch response and includes two pedals for bass drum and hi-hat
Sounds	215 drum/percussion voices, 128 GM sounds (total 8 MB data)
Drum Sets	25 Preset sets, 5 User sets
Songs	100 Songs
Overall Controls	Chord, Demo, Dial, Tempo/Tap, Light, Rhythm Volume, Main Volume
Metronome	Voice, Click or Light
Connections	12V adapter, head phones, USB (MIDI IN/OUT), bass drum and hi-hat controller
Dimension	500mm (w) x 370mm (d) x 157mm (h)
Weight	3.3Kg
Power Supply	12V adapter / 6 C-type batteries
Accessories	Drum sticks, two controller pedals

FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a different circuit.
 - Consult an experienced radio/TV technician for help.

One (1) Year Limited Warranty

Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for one (1) year to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons® products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

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The first name in electronic drums.